

Committee members:

- Chair: NAME to be advised
- Deputy Chair: Kristian Moxnes (NOR)
- Alija Ananina (RUS)
- Sébastien Chambet (FRA)
- Tamara Koyn (USA)
- Ray Ahmed (GBR) (Adam Mattacola is stepping down)
- Raymond Williams (AUS)
- Ronald Overdijk (NED)
- Silvia Wagner (AUT)

OUTDOOR ARTISTIC CR

2.6 Working time: the period of time during which Teams may perform a routine during a jump. Working time starts the instant any Team Member separates from the aircraft, as determined by the Judges, and terminates 45-42 seconds later.

~~6.2 Difficulty: The degree of difficulty of all moves and transitions and team work of the jump. Difficulty includes, but not limited to, the ability to move vertically and horizontally, and perform multiple rotations in a belly-down, back-down, sideways, head-down and/or headup orientation and any other possible orientation as well as the ability to combine technical skills and create complex effects of movement including the Videographer. See Addendum C.~~

Difficulty:

- Variety of Orientations used (Head-up, Head-down, Belly, Back, Side, Diagonal, Angle, etc.)
- Variety of moves and styles (Carving, Eagles, Tricks and Acrobatics, etc.)
- The degree of difficulty of all moves and transitions (movements and spins to both sides, multiple simultaneous rotations, combined moves, etc.)
- Team work: the ability to combine technical skills and create complex effects of movement, including the Videographer's involvement in the routine.

Execution (Precision, Control): Ability of the Team to demonstrate body control skill (including pointed toes for Freestyle Skydiving **when appropriate**), and appropriate control of **levels and** proximity of all **Performers (Freeflying) Team members, including the Videographer.**

Change in phrasing so that camera work does not also punish execution. At 2018 WPC, there was repeated mention of problems of double punishing teams for same problem.

Presentation:

- *Creativity*: Routine composition is original with new moves, original choreography and/or new presentation of old moves. Routine has a nice flow with a definite beginning and a definite ending and full use of working time. Routine is aesthetically pleasing to watch throughout, with/without dynamic variety.
- *Camera Work*: Good use of video angle(s), creative interactivity and/or lighting to enhance vision. Clean image and clear focus shown. ~~Steadiness and accuracy of video framing. No parts of the Videographer's camera helmet/equipment/body parts unintentionally showing in the frame.~~

During the competition, two (2) Judges determine Camera deductions, according to the following [guidelines table](#);

-2.0-4.0 points	Proximity overall jump: Performer(s) too far away from camera.
-1.0 points	Proximity overall jump: Performer(s) at medium distance from camera.

-2.0 points	For each instance, both Performer(s) are completely out of the frame.
-1.0 points	For each instance, one Performer is completely out of the frame.

-0.2-0.1 points	For each instance, Performer(s) is/are slightly off centre frame.
-0.5 points	For each instance, Performer(s) is/are significantly off centre frame.

-0.2-0.1 points	For each instance, of unintentional cropping body part(s) slightly off frame.
-0.5 points	For each instance, of significant unintentional cropping body part(s) off frame.

-0.1 points	For each instance, any part of the videographer body / equipment is in the frame
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- To encourage enhanced video, when "full frame" close video of the Performer(s) is shown, there will be no deduction for cropping the hands, /feet, or part/top of the helmet parts out of the frame.

Each of the two (2) Judges will total all their camera deductions.

6.4.2 Total scores for the events are calculated by adding the Team's official scores of all completed rounds, [excluding the lowest scoring Free Routine before Round 5](#).

ADDENDUM A-1

FR-1 Eagle Sequence

When the tuck is not tight for the front loop, the maximum score will be 8.5 points.

When the front of the Performer is not shown throughout the whole sequence (except for the front loop), two (2) points will be deducted.

- When the front loop when required is not performed, the maximum score will be 60% of the Max Value above the Videographer not in the middle of the second part of the Eagle, sequence - 1,5 points will be deducted taken away.

FR-2 Carving Sequence

Judging guidelines:

- If during the carve sequence competitor is not in layout position max score will be 70%,
- If the second half of the carve sequence (blind carve) is not going circular, but just straight (when performer just flies aside), max score will be 60%.

Repetition

Judging guidelines

- When the Performer makes the 180° Pirouette in the wrong direction (Switching Layout Carve) the maximum Score will be 6.0 points
- When the Performer is not in layout position when it is required, the maximum If during the carve sequence competitor is not in layout position max score will be 70% of the Max Value.,
- If the Performer, during the outface carving, flies in a straight line instead of carving, the maximum score will be 6.0 points.

1 FR-3 Horizontal Twisting Sequence

Judging guidelines

- When the legs are straddled less than 70° apart during Thomas Flairs, the maximum score will be 50% of the Max Value.
- When the legs are straddled between 70°-80° during Thomas Flairs, the maximum score will be 7.0% of the Max Value.
- When the legs are clearly not straddled 90° apart when straddle required, the maximum score will be 50% of the Max Value.
- If the knees are bent, the maximum score will be 70% of the Max Value.

1 FR-4 Looping Sequence

Judging guidelines

- When the half or full twist is not within the second loop, the maximum score will be 50% of the Max Value.
- When the flip is not evenly executed throughout the second loop, the maximum score will be 60% of the Max Value.
- If there is stopping between the loops, 1,5 points will be deducted.

1 FR-5 Reverse Eagle Sequence

Judging guidelines

- When not in layout position when it is required, the maximum score will be 6.0 points 60% of the Max Value.
- If during eagle sequence performer leans too far on his back penalty of 2 points will be applied.
- When the front of the Performer is not shown throughout the whole sequence, two (2) points will be deducted.

1 FR-6 Angle Flying

Judging guidelines

- When not in layout position when it is required, the maximum score will be 70% of the Max Value.

When the Performer does not remain static in the image (with the background moving) when required, the maximum score will be 6.0 points.

If the angle is not approximately 45° where specified, the maximum score will be 50% of the Max Value.

1 FR-7 Cartwheel Sequence

Judging guidelines:

- If performer is not in a straddle position max score will be 50%.
- When the legs are clearly not straddled at least 90° apart when straddle required, the maximum score will be 50% of the Max Value.
- If the performer does not maintain the straddle when required, 1,5 points will be deducted.
- If the Videographer's synchronised roll is more than 90° out of sync with the performer, the maximum score will be 7.0 points.

1 FR-8. Head-Up Straddle Spins

- When the legs are clearly not straddled at least 90° apart, the maximum score will be 50% of the Max Value.
- If there is a bend at the waist, the maximum score will be 50% of the Max Value.

1 FF-6. Angle Flying

When the 180° inface carve made by the Performers is not on the same diagonal line of flight (i.e., both Performers with wind on their backs), the maximum score will be 7.0 points.

If the angle is not approximately 45° where specified, the maximum degrees max score will be 50% of the Max Value.

INDOOR

2.8.1The period of time during which a Performer may perform a routine during a Flight. Working time starts the instant the Performer begins flying, as determined by the Judges.

- Compulsory Routine: Working Time is 45 seconds.
- Free Routine: Working Time is minimum 75 to a maximum of 90. Each Performer must declare the length of his/her Free Routine before the competition begins.

Change from 7 to 5 rounds. Reducing free rounds from 5 to 3

Difficulty: The degree of difficulty of all moves and transitions in the Flight. Difficulty includes but not limited to: The ability to fly and perform elements in different axis and orientations. use of the entire tunnel, creating new technical combinations and performing elements with multiple rotations or direction changes.

~~but not limited to, the ability to move in all different axis, vertical and horizontal, and perform multiple rotations in a belly-down, back-down, head-down, head-up and/or sideways orientation and any other possible orientation as well as the ability to combine technical skills and create complex effects of movement. See Addendum C.~~

Junior categories:

For the purpose of Indoor Freestyle, a junior competitor is a person whose 13th birthday occurs during the calendar year in which the relevant competition takes place and under the age of 18 at the time of the competition. To attend the open category the competitor has to turn 15th in the year of the competition.

Pre-comp training time:

In indoor Freestyle, each performer, whose official registration reaches the Organiser before its official deadline, will be given the option of 15min of training time between 08:00 and 24:00 within 48 hours of the official speed setting (as described in the bulletin). The competitors must book this time with the organiser before the official registration deadline. After the deadline the Organiser may offer the remaining time to anyone. Junior performers have priority between the hours of 08:00 and 18:00.

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Wind Tunnel Equipage:

The minimum acceptable diameter for the flight chamber is 4.25 metres. The minimum height for the transparent wall is 3.7 metres.

Requirements video indoor comps: Free routine should be delivered to the chief judge 3 days in advance (72 hours) - static view and delivered to the CJ as described in Bulletin 1.